

INTRODUCTION

At the heart of your new intruder alarm system is Karizma, an advanced intruder alarm control system.

The purpose of this user guide is to describe how to operate and test the system. The alarm companies engineer will have completed the *System Information Sheet (SIS)* at the back of this guide which gives information specific to your installation. You will need to refer to this as you read this guide in order to check if certain features have been used. If in any doubt consult your alarm company.

KEYPADS

You operate your intruder alarm system by means of a keypad. Each keypad has numeric keys (0 to 9) and over each key is a label which describes the secondary function of that key. The keys will perform their secondary function when the red FUNCTION indicator is lit.

The green DAY indicator will light when the system is in Day mode. It indicates that the system is turned off. When this indicator goes out the system has been set (turned on).

CODES

Before you can do anything with Karizma you will need to key in a code using one of the keypads. There are several types of entry code, which permit different levels of control over the system. Check the System Information sheet to see which codes have been enabled. The different types of codes are:

- | | |
|----------------|--|
| user | This code allows the system to be set, unset, and reset after an alarm. There are 3 different user codes. |
| manager | This has the same functions as a user code, but in addition the manager code can add or delete all other codes, test the system, view the event log, and set the chime function. |
| cleaner | A special code which unsets only part of the system, providing restricted access only to certain areas of the premises. |
| duress | A special code which although appearing to work exactly like a standard user code will also cause the signalling device to signal a Personal Attack alarm to the central station. Do not use this code unless you are under threat to set or unset the system. |

OPERATING THE SYSTEM

SETTING THE FULL SYSTEM

When the premises are to be completely vacated you should set the full system. First, check that the premises are physically secure - are all windows shut, all external doors locked?

Key in a user code at the keypad nearest the final exit door. The exit period will start and the inside sounder will produce the exit sound. The display will show SETA, which indicates that you are setting program A, the full-set.

You must now vacate the premises by the prescribed exit route. The length of time that you have to vacate the premises depends on the exit mode that has been programmed. The system will set as the time expires and the tone stops.

PART SETTING THE SYSTEM

A part-set allows detection points in part of the protected premises to be set (turned on), while those in other areas are not set. In a domestic installation it is usual for a part-set to be programmed for use at night time. This would allow the detection points around the perimeter of the house (doors, windows, etc), and all downstairs detectors to be enabled, while detectors in the bedrooms and on the stairs are disabled. The part-set will probably use a different exit route to the full-set.

Enter your code at a keypad. The system will begin to perform a full-set (setting program A). Within 5 seconds of entering your code (while the red FUNCTION indicator is still on) you must press either the SET B or SET C key to select one of the part-set programs. The display will acknowledge this by displaying the SETb or SETc message for a few seconds.

You must now vacate the premises by the prescribed exit route. The length of time that you have to vacate the premises depends on the exit mode that has been programmed. The system will set as the time expires and the tone stops.

OMITTING POINTS DURING SETTING

It is possible to omit one or more detection points when you set the system.

Points can be omitted by pressing the OMIT key during the first 5 seconds of the exit period (while the red FUNCTION indicator is on).

The exit sound will stop, and the display will prompt for the number of the point to be omitted. Key in the number of the point and press ENTER. If the point cannot be omitted the keypad will emit an error beep and the display will show Err. The exit period will start again.

UNSETTING THE SYSTEM

Entering the premises by the designated entry route will cause the entry period to start. The inside sounder will emit a slow beep-beep-beep sound. You must now key in your code at the nearest available keypad to cancel the entry period. During the last 10 seconds of the entry period the entry tone will raise in pitch to inform you of the urgency to enter your code.

SILENCING AN ALARM

If an alarm occurs whilst you are in or near to the premises the alarm can always be silenced by entering your code. If the system was set it will be unset at the same time. If the alarm occurs while you are away from the premises the outside and inside sounders will automatically stop after the bell time programmed by the engineer.

When you enter your code after an alarm the keypad will display the cause of the alarm. The system will now need to be reset as described in the next section.

RESETTING AFTER AN ALARM

After an alarm the system will need to be reset by entering a suitable reset code. If the engineer has programmed the system for *engineer reset*, it may need to be reset by an engineer code. First, try entering your code; if the keypad displays 'Eng' as you enter the code it means that you may need to call out the engineer to reset the system.

MANAGER FACILITIES

The manager code is normally used to carry out system management functions. It is used to allocate and delete other user codes, test the system, view the event memory, etc.

On entry of the manager code in Day mode the display will clear and the red FUNCTION indicator will light. You can now press one of the function keys to select a function to perform. When you have finished you must press the ERROR key to return to Day mode.

The manager code can be used to set and unset the system in the normal way, but the procedure is slightly different to the standard user code. After entering your code press the SET A key to set the full system or press SET B or SET C to part-set the system.

OMIT - OMIT 24 HOUR POINTS

A 24H point is armed all of the time, whether the system is set or not. Violating that point will always cause an alarm. The manager can omit a 24H point if it has been programmed as omissible by the engineer. A point which has been omitted cannot cause an alarm.

To omit a 24H point, [with the FUNCTION indicator showing] press the OMIT key. The display will prompt you for the number of the point to be omitted. Key in the number of the point and press ENTER. If the point is a 24H point that can be omitted the display will show you the point number followed by either 0 or 1.

A 0 indicates that the point has not been omitted, 1 indicates that the point has already been omitted. To omit the point press 1 followed by ENTER.

If you key in the number of a point which is not an omissible 24H point the keypad will emit an error tone, and display an error message.

Any 24 hour points which have been omitted by the manager will automatically be re-instated when the system is set. It is not possible to omit 24H points whilst setting the system.

MEM - VIEWING THE EVENT MEMORY

The manager can view the event memory, which is a list of the last 100 events which have occurred. [with the FUNCTION indicator showing] press MEM and the display will show you the last event which occurred. Press [1] to step backwards through the event memory, or press [3] to step forwards. Press ERROR to quit at any time.

CODES - ADDING, OR CHANGING CODES

The manager can add any of the other codes. [with the FUNCTION indicator showing] press the CODE key. You have now entered the code change mode.

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Press ERROR to quit this mode, or press:

- 1 to change the manager code (your own code).
- 2 - 4 to add or change user code 2 to 4.
- 5 to add or change the cleaner code.
- 6 to add or change the duress code.

Key in the new code. The code may have from 2 to 6 digits. As you key in the code the last 4 digits will be shown on the display. Press ENTER to change the code, or ERROR to quit without changing it. The display will revert back to the 'Code' prompt.

If the code is less than 2 digits long, or if it is the same as another code, it will not be accepted. The keypad will emit an error beep and display an error message. Try using a different code.

DELETING CODES

Any code, other than the manager code, can be deleted. [with the FUNCTION indicator showing] press the CODE key followed by 0.

Now press:

- 2 to 4 to delete user code 2 to 4.
- 5 to delete the cleaner code.
- 6 to delete the duress code.

The keypad will display the code to be deleted. Press ENTER to delete the code, or ERROR to quit without deleting it.

TESTS - TESTING THE SYSTEM

The manager can perform a number of tests on the system components. To enter test mode [with the FUNCTION indicator showing] press the TESTS key. Press ERROR to quit at any time, or press:

- 1 to start the outside sounder (or bell)
- 2 to start the strobe
- 3 to start the inside sounder on low volume
- 4 to start the inside sounder on high volume

Press ERROR to stop any test and return to the 'test' prompt. Then press ERROR to quit the test mode.

Walktest

The walktest allows you to check the operation of all of the security points in your system in order to prove that they still work correctly. Your engineer will advise how often you should carry out a walktest.

Start the walktest from the 'test' prompt by pressing 5. Walk around the premises activating each detection point in turn. As each point is activated (or opened) the inside sounder will emit a repetitive dee-daa sound and the display will show the number of the point which was just activated.

Press ERROR at any time to stop the walktest.

CHIME POINTS

The manager can put any security point on *chime*. When a chime point is activated keypad will display the number of the chime point, and the inside sounder will emit a single dee-daa sound and then stop. This is often useful in shops to warn of a customer entering through the shop door, or in a house to warn of a potential intrusion through the back door.

To put a point on chime [with the FUNCTION indicator showing] press the CHIME key. The display will prompt for the number of the point; key in the number and press ENTER.

If the point is a security point the display will show the number of the point followed by either 1 or 0. A 1 indicates that the point is already on chime. Press 1 to put or point on chime, or 0 to remove a point from chime, then press ENTER.

When all tests are complete press ERROR to return to Day mode.

EVENT DESCRIPTIONS

The following is a list of all of the events and faults for which the system monitors. These are stored in the event memory which may be viewed by the manager. Some of these events may be shown as the cause of an alarm when the system is unset after an alarm. Some may be displayed in the fault lockout after an alarm.

AC	AC Mains Fail. The AC mains supply has failed. The system will now be operating from its internal standby battery.	SEt I	System Set. The system has been set. The number identifies the user who set the system. This event is always followed by the programme event (Prg) which identifies the programme which was selected. It may also be followed by the omit point event (oP) which identifies those points which were omitted by the user.
AL23	Intruder Alarm. Logged when a Security or 24 Hour point is violated. The number identifies the point.	SEt	Key switch Set. The system has been set by operation of the keyswitch.
BAtE	Battery Fail. The standby battery has failed, and the system can no longer operate. It will now shutdown.	Sh	Group Shunted. The group points have been shunted and are therefore disabled.
CLUS	Cleaner Unset. The cleaner code has been entered causing the system to become cleaner-unset.	ShrE	ID Line Short. An attempt has been made to tamper with the alarm sensing line.
CrES	Anti-code reset. Logged when the system is reset by an anti-code.	Shr	Group Shunt released. The points in the Shunt Group have been re-enabled.
CS	Communication Successful. The signalling device has successfully communicated with the central station.	EP 16	Soak Test. A point on soak test has been activated when that point would normally have caused an alarm.
duR	Duress. The duress code has been entered, causing the signalling device to communicate a PA alarm to the central station.	E 18	Point tamper. An attempt has been made to tamper with the operation of a detection point, or the detection point has failed.
EnGr	Engineer Code. The engineer code has been entered.	E Au	Tamper. The auxiliary tamper circuit has been opened. This may be due to an attempt to tamper with the system.
Ent	Entry Start. An entry/exit point has been opened which caused the entry period to start.	E bE	Bell tamper. The tamper circuit in the outside sounder (or bell) has been opened.
Entd	Entry Deviate. Logged during the entry period when you have deviated from the designated entry route.	E CA	Case tamper. The control panel case (lid) has been opened.
Ento	Entry Timeout. The entry period has expired before a valid code was entered.	E Co	User Code Tamper. Five or more unsuccessful attempts at entering a code have been made.
Ento	Engineer Reset. Logged when the system is reset by an Engineer code.	E r3	RKP tamper. The cover on the RKP has been opened. The number identifies the RKP.
F 09	Fire Alarm. A Fire detection point has been activated. The number identifies the point.	UrES	User Reset. Logged when the system is reset by a user code.
FtC	Fail to Communicate. The signalling device has failed to communicate with the central station.	USEt	Key switch Unset. The system has been unset by operation of the keyswitch.
in iE	System Initialisation. The system has been re-initialised after being powered-up.	USE I	System Unset. The system has been unset by a user code. The number identifies the user.
LF	Telephone Line Fault. The signalling device has detected a fault on the telephone line that it uses to communicate with the central station.	----	End of Log. Marks the end of the event log.
oP03	Omit Point. A point has been omitted. The number identifies the point.		
PA01	Personal Attack. A PA button has been pressed.		
PrGA	Program. Identifies the programme (A, B or C) which was selected by the user when the system was set.		
rF2	RKP Failure. A remote keypad has failed. The number identifies the RKP.		